

ABSTRACT

Taman Hutan Raya commonly visited by the community for recreational purposes, for example such as exercising, or just taking a walk to enjoy the fresh air. Even though at first glance Taman Hutan Raya looks clean and green because there are many trees and plants that are rarely found by the community, in reality there is still a lot of trash scattered around the paths that visitors usually walk through, especially plastic waste that has not decomposed. In addition to the waste problem, the condition of the public facilities that have been provided has been abandoned and unusable such as damaged road dividers, broken trash cans, or cracked seats that could endangering the safety of visitors if not repaired as soon as possible. For the data collection process, the method used in this report is a qualitative method because all the data obtained is just text and interview. To convey the message and explain the impact of damage to protected forests to the public, various Game Asset were created specifically for Video Games with the Hutan Lindung theme which represented all the objects contained in it by direct observation at the survey location, so that the message carried could be conveyed properly.

Keyword : Taman Hutan Raya, Game Asset, *Video Game*